/alsûl HARACTER NAME Rogue/Ninja		Half-Elf(Drow)	DRL PLAYER NAME Medium	Male	N	REGION		<u>JUNGEC</u>	NS
LASS B/2		RACE Humanoid(elf)	size 20	GENDER 5'2"	ALIGNMENT 128 lbs	DEITY) RAGO	15
VEL		TYPE	AGE	HEIGHT	WEIGHT	EYES HAIR	1		10
	ORE MODIFIEI	TEMP. TEMP. R SCORE MODIFIER	HP 20		WOUNDS	NON-LETHAL I	DAMAGE	SPEED	
STRENGTH	4 +2							30 ft/x4	
DEX DEXTERITY	8 +4	ARI	AC 18 =	10 +	1 + 0 +			ARMOR	
CON CONSTITUTION	5 +2		TOTAL	B	ONUS BONUS	MODIFIER MODIFIER ARM	OR BONUS BONUS	PENALTY	GE REDUCTION
INT 1	4 +2		DUCH 17	FLAT-FOO ARMOR CLA		SKILL NAME	SKILLS KEY ABILITY		RANKS: RANKS + MIS BON
			INITIATIVE	+8 =	4 + 4	× Appraise ¹	INT	2 = 2 +	0 + 0
WISDOM	6 +3			TOTAL MC	DEX MISC. DDIFIER BONUS	× Balance ¹ × Bluff ¹	DEX* CHA	11 = 4 + 5 = 0 +	5 + 2 5 + 0
CHA CHARISMA	0 +0	В	ASE ATTACK	+3		× Climb ¹	STR*	8 = 2 +	6 + 0
SAVING THROWS	TOTAL	BASE ABILITY MISC SAVE MODIFIER BONU	TEMP. MODIFIER	CONDITIONAL	MODIFIERS	 Concentration¹ Craft skills¹ 	CON INT	2 = 2 + 2 = 2 =	0 + 0 0 + 0
	+3	= 1 + 2 + 0	+			× Diplomacy ¹	CHA	4 = 0 + 6 = 2 + 4	0 + 4 4 + 0
REFLEX DEXTERITY	+10	= 6 + 4 + 0	+			 × Disable Device × Disguise¹ 	INT CHA	6 = 2 + 3 = 0 + 3	4 + 0 3 + 0
WILL	+6	= 1 + 3 + 2	+			 × Escape Artist¹ × Forgery¹ 	DEX* INT	9 = 4 + 2 = 2 +	5 + 0 0 + 0
WISDOM			#N/A			× Gather Information ¹	CHA	2 = 0 +	0 + 2
GRAPPLE MODIFIER	тJ	= 3 + 2 + 0 BASE STR SIZE	+ 0 #N/A			Heal ¹ × Hide ¹	WIS DEX*	3 = 3 + 8 = 4 + 3	0 + 0 4 + 0
	TOTAL	ATTACK MODIFIER MODIFI	R BONUS #TWA			× Intimidate ¹ × Jump ¹	CHA STR*	8 = 0 + 10 = 2 +	6 + 2 6 + 2
SPELL RESISTA	INCE ()	ARCANE SPELL FAILUR		CTION POINT		× Listen ¹	WIS	10 = 2 + 5 = 3 +	0 + 2 1 + 1
MELEE		TOTAL	ATTACK MODIFIER	MODIFIER B	MISC. TEMP. ONUS MODIFIER	 Move Silently¹ Open Lock 	DEX* DEX	8 = 4 + 8 = 4 + 100	4 + 0 4 + 0
ATTACK BONUS		+5 =	3 + 2 +	0 +	0 +	× Perform skills1	CHA	0 = 0 +	0 + 0
RANGED ATTACK BONUS		+7	3 + 4 +	0 +	0 +	Ride ¹ × Search ¹	DEX INT	4 = 4 + 6 = 2 + 4	0 + 0 3 + 1
ΑΤΤΑ	CK 1	TOTAL ATTACK BONUS	DAMAG	3	CRITICAL	× Sense Motive ¹	WIS	4 = 3 +	1 + 0 4 + 2
Shuriken(· /	+8	1d2+		20/x2	 × Sleight of Hand × Spot¹ 	DEX* WIS	10 = 4 + 6 = 3 +	4 + 2 2 + 1
10 ft 0.5 lt		Medium	SPECIAL PR			Survival ¹ × Swim ¹	WIS STR**	3 = 3 + 10 = 2 +	0 + 0 3 + 5
	01/ 0	AMMUNITION				× Tumble	DEX*	12 = 4 +	6 + 2
ATTA Masterwork k		TOTAL ATTACK BONUS	DAMAGE 1d6+		critical 20/x2	× Use Rope ¹	DEX	8 = 4 + = +	4 + 0 +
RANGE WEIGHT	ТҮРЕ	SIZE	SPECIAL PR	OPERTIES				= +	+
0 ft 5 lb	S		Two-h	anded				= +	+
ATTA	CK 3	TOTAL ATTACK BONUS	DAMAG		CRITICAL			= + = +	+ +
Masterwo	ork rapier	+8 SIZE	1d6+ SPECIAL PR	2 OPERTIES	18-20/x2			= +	+
0 ft 2 lb	P	Medium	One-h	anded				= +	+
ΑΤΤΑ	CK 4	AMMUNITION TOTAL ATTACK BONUS	DAMAG	3	CRITICAL			= + = +	+ +
Masterwo	ork kukri	+8	1d4+	-2	18-20/x2			= +	+
RANGE WEIGHT			special pr One-h:					= +	+ +
		AMMUNITION		-				= + = +	+ +
ATTA Slir		TOTAL ATTACK BONUS +7	DAMAGE 1d4+		critical 20/x2			= +	+
RANGE WEIGHT	ТҮРЕ	SIZE	SPECIAL PR	OPERTIES				= +	+ +
50 ft 0 lb	В		Two-h	anded				= + = +	+ +
ATTA	CK 6	AMMUNITION TOTAL ATTACK BONUS	DAMAG		CRITICAL			= +	+
Aasterwork S			1d4+		19-20/x2			= + = +	+ +
10 ft 1 lb			One-h					= +	+ +
		AMMUNITION						= +	+ +
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PP 10-12 rather than
GP 418 turned/rebuked. Dispelling rebuking/turning works like
SP 11 16-18 turning/rebuking, but you must equal or exceed the
CP 7 19-21 Check result of the cleric who rebuked/turned. Art 22+ who rebuked/turned.
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